
Subject: Re: upp and boost - t_
Posted by [mobilehunter](#) on Fri, 08 Dec 2006 07:51:19 GMT
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I can compile and link with boost library.
I cannot use blitz mode, since compiler will complain about 't_G' something.
Any solution working with blitz mode?

My project is GUI wrapper for existing application.
My test was, create a GUI and just add old source code that use boost library to the project and compile.
At the GUI part i still not use the old code, just template.
